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In re the application of Zakir Akram et al.)
Serial No.: 10/829,398)
Filed: April 22, 2004)
For: SYSTEM AND METHOD FOR WIRELESS GAMING)
Group Art Unit: 3713)
Examiner:)
Attorney Docket: 209482.00006)

Commissioner of Patents
Washington, D.C. 20231
U.S.A.

Dear Sir:

REQUEST FOR PRIORITY CLAIM AND DEPOSIT OF CERTIFIED COPY OF PRIORITY DOCUMENT

Dear Sir:

The benefit of the filing date in Canada of a patent application corresponding to the above-identified application, has been claimed under 35 U.S.C. 119 in accordance with the Paris Convention for the Protection of Industrial Property. One certified copy of the corresponding Canadian patent application bearing Application No. 2,426,236 filed on April 22, 2003, is submitted herewith.

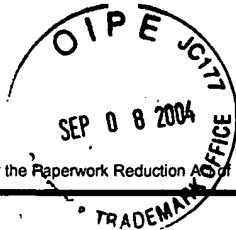
Respectfully submitted,

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TRANSMITTAL FORM <i>(to be used for all correspondence after initial filing)</i>	Application Number	10/829,398	
	Filing Date	April 22, 2004	
	First Named Inventor	Zakir Akram	
	Art Unit	3713	
	Examiner Name		
Total Number of Pages in This Submission	24	Attorney Docket Number	209482.00006

ENCLOSURES <i>(check all that apply)</i>		
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SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT	
Firm or Individual name	Armand M. Benitah, Regn. No. 56,026 FASKEN MARTINEAU DuMOULIN LLP, Toronto Dominion Bank Tower, P.O. Box 20, Toronto-Dominion Centre, Toronto, Ontario, M5K 1N6, Canada
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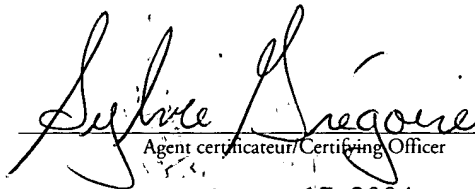
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Specification and Drawings, as originally filed, with Application for Patent Serial No:
2,426,236, on April 22, 2003, by **ZAKIR AKRAM, DANIEL BARTOZZI AND
TAHIR AKRAM**, for "Wireless Gaming System".


Agent certificateur/Certifying Officer
August 17, 2004

Date

Canada

(CIPO 68)
31-03-04

OPIC  CIPO

2003/04/22

113- 03

B000011260

CIPO

OPIC

Small Entity

PETITION FOR GRANT OF A PATENT

1. The applicants, AKRAM, Zakir, BARTOZZI, Daniel and AKRAM, Tahir, whose complete addresses are 114 Farley Drive, Guelph, Ontario, N1L 1M3, Canada, 5 McCall Crescent, Guelph, Ontario, N1H 3G9, Canada, and 183-302 College Avenue West, Guelph, Ontario, N1G 4T6, Canada, request the grant of a patent for an invention entitled:

WIRELESS GAMING SYSTEM

which is described and claimed in the accompanying specification.

2. The applicants are the inventors and the applicants own in Canada the whole interest in the invention.

3. The applicants request priority in respect of the application on the basis of the following previously regularly filed application(s):

Country of filing**Application number****Filing date**

4. The applicants appoint the firm of **Fasken Martineau DuMoulin LLP**, whose complete address in Canada is Suite 4200, P.O. Box 20, Toronto Dominion Bank Tower, Toronto-Dominion Centre, Toronto, Ontario, M5K 1N6, Canada, as the applicants' representative in Canada, pursuant to section 29 of the *Patent Act*.

5. The applicants appoint the firm of **Fasken Martineau DuMoulin LLP**, whose complete address in Canada is Suite 4200, P.O. Box 20, Toronto Dominion Bank Tower, Toronto-Dominion Centre, Toronto, Ontario, M5K 1N6, Canada, as the applicants' patent agent.

6. The applicants believe that the applicants are entitled to claim status as a "small entity" as defined under section 2 of the Patent Rules.

7. The applicants request that Figure No. 1 of the drawings accompany the abstract when it is open to public inspection under section 10 of the *Patent Act* or published.

Signed at Toronto, Ontario, Canada, this 22nd day of April, 2003.



FASKEN MARTINEAU DUMOULIN LLP
Patent Agents

WIRELESS GAMING SYSTEM

FIELD OF THE INVENTION

5 This invention relates to an improved wireless gaming system and method, and in particular, to an improved wireless lottery system and method for use with government-run lottery systems.

BACKGROUND OF THE INVENTION

10

 In existing government-run lottery systems a printed paper ticket is issued to a purchaser and the purchaser must use the paper ticket when establishing (a) the game played, (b) the numbers played, (c) ownership of the winning ticket, and (4) proof for claiming winnings. In these systems, winnings may go unclaimed because either the holder of the winning ticket (a) does not know that they have a winning ticket or (b) has lost or misplaced the winning ticket. Furthermore, problems may occur regarding the ownership of the ticket as related to when, where and how the player obtained the cash that was used to wager when playing or as related to the winning ticket which is being claimed.

20

 Conventional government-run lottery systems are generally not available to players wanting to play via mobile wireless terminals such as cellular phones or the like connected to a wireless network, at least in part, because of the need to meet regulatory requirements for these games, such as those regarding the age of the player and the location of play.

25

 Notwithstanding the above, proposed methods for mobile lottery play have been made. For example, U.S. Patent No. 6,416,414 to Stadelmann describes a method for providing games to players using a Mobile Radio Device over a Mobile Radio Network. The player(s) communicate using special short messages from the mobile terminal(s) with a Central Play Station hosting all the games. Stadelmann describes a mobile phone with a SIM card used to identify play and communicate directly with the Central Play Station. The payment can be made by money stored on the SIM card or by a game account to which funds can be paid by using standard means and also using credits from a phone card. The instructions to play are stored in the SIM card and can further be received from the Central Play Station/Computer.

30

Systems such as the one described in Stadelmann do not provide methods to identify, validate and restrict games made available to the mobile user depending on their age and location of play. Further, this arrangement revolves around the Central Play Station that manages all of the available games the player can bet on and claim winnings according to the game rules administered by the Central Play Station. In this system, third party games of chance or events such as state lotteries, horse races or football games can be bet on by the player, but only in a manner where the Central Play Station acts as a "bookie". In this case, the Central Play Station pays out winnings according to its own set rules for the event or game. The player does not actually participate in the game or event based on the rules for that game or event and receive winnings disbursed by the game or event organizer.

The Central Play Station does not provide for connection to a state lottery computer to allow play of games with jackpots determined in the future.

15 SUMMARY OF THE INVENTION

It is therefore an object of the present invention to overcome at least some of the above problems.

- According to an embodiment of the invention, there is provided a new mobile gaming/lottery system that is intended to facilitate:
- i. game/lottery play using mobile terminals such as cellular phones, personal digital assistants (PDAs), and the like;
 - ii. game/lottery play over a mobile network, such as a cellular network;
 - iii. meeting regulatory requirements such as those with regard to age of the player and location of play;
 - iv. game/lottery play of local, national and International lottery games;
 - v. that (1) no winning goes unclaimed, (2) the players do not lose their winning because they did not make a claim within the allotted time, (3) the players do not lose their winning because they lost or misplaced the ticket.

35 BRIEF DESCRIPTION OF THE DRAWINGS

These and other features of the preferred embodiments of the invention will become more apparent in the following detailed description in which reference is made to the appended drawings wherein:

Figure 1 is a schematic showing an embodiment of the mobile lottery system according to the invention;

Figure 2a and 2b show a pouch containing a lotto card and the lotto card removed from the pouch with a detachable label for a PIN #;

5 Figure 3 is another example of a lotto card with detachable portion for PIN #;

Figure 4 shows a wireless terminal display during entry of an access code to start up the lotto application software (Nokia is a trademark);

10 Figure 5 shows a wireless terminal showing an example of a lotto menu (Ericsson is a trademark);

Figure 6 shows a wireless terminal showing another example of a lotto menu (Nokia is a trademark);

Figure 7 shows a wireless terminal display during entry of the PIN# (Nokia is a trademark); and

15 Figure 8 shows a wireless terminal display showing a game verification/registration number (Nokia is a trademark).

DESCRIPTION OF THE PREFERRED EMBODIMENTS

20 Figure 1 is a schematic diagram showing an embodiment of a mobile lottery system according to an embodiment of the invention. The elements of the mobile lottery system will be described in the following sections and then a description of the mobile lottery method will be provided.

Wireless Terminal:

- 25 1. Such as a Cellular phone or a PDA like device with as a minimum of a display and keypad.
2. Processing ability to run the Lottery application program
3. Does not rely on DTMF tones or voice messages to interact with the player or the system.
4. Wireless radio to communicate with the wireless network
- 30 5. Interacts with the user locally for the selection and play of lottery game
6. Stores the ACCESS code needed to startup the Lotto Application.
7. Can be configured to communicate only indirectly with the state lottery computers
8. Can connect to a cellular service provider network through a cell or base station, or the like

Wireless Lottery Service Portal:

1. Validates a user provisioned to play lottery using the wireless terminal when required
- 5 2. Can provide information to the service provider for any charges on a per call/game basis.
3. Provides location information of the player when required.
 - i. Location can be determined using any of the Network or Handset/Terminal based methods or simply the location of the receiving cell tower
- 10 4. Each portal can be associated with a telephone number or an IP address.
5. Can use the current location of the player to assist in selection of lotto games made available to the player.

Mobile Lottery Terminal Gateway:

- 15 1. Connects to at least one or more state/province, country, organization lottery computers and provides games offered by them to the authorized players according to the regulations and policies of the respective lottery computer connected to for the particular game. The lottery computer may also be connected to conventional lotto terminals.
- 20 2. Generally, does not implement and host any lottery game.
3. Registers one or more Lotto Cards (described below) and associates each with the player's wireless terminal ID (Such as the telephone number, ESN/SIM number etc) of the terminal used when registering the Lotto Card.
4. Controls what games are made available to the user to play depending upon their location and policies of the lottery computer hosting the game.
- 25 5. Manages the use of the Lotto Card as payment for the games played
6. Draws down the amount for games paid by the Lotto Card
7. Records information about the play when processing the game with the connected lottery computer for registration of the play and the registration reference number.
- 30 8. Once all required conditions are met, confirms with the player's terminal registration of play and the reference numbers.
9. Manages the winning of a free Lottery game by recording and conveying its information including the reference number to the player's terminal.

10. Manages informing the player of their winnings

11. Can interact with the state lottery computers to validate winnings being claimed at the Lotto office or the Authorized Lottery Retail Terminal.

Lotto Card (see Figures 2a, 2b and 3):

- 5 1. The Lotto Card provides a mechanism of payment for Lottery games over the wireless network by using its Lotto **credits** (Representing currency of any country or organization).
2. The Lotto Card can be provided by a state/province Lottery Corporation to pay for games offered by them. It can also be provided by an independent authority
- 10 allowing for payment of games offered by different state/province lottery corporations as well as other countries worldwide
3. The Personal Identification Number (PIN) which, in conjunction with the Lotto Card number provided, authenticates the Lotto Card and the Lotto \$\$ remaining on it to use while playing games. It is preferably **detachable** such that it can be stored
- 15 in a safe place separate from the Lotto card. This makes the Lotto Card **unusable** by anyone except the person who purchased it originally. Also it is better than cash as the \$\$ on it are usable by the original purchaser even when the card is physically lost.
4. Generally speaking, the card cannot be recharged or winnings credited to it
- 20 5. The Lotto Card can be used as a proof of wager used for claiming winning(s)
6. The Lotto Card is not sold to anyone under the age restriction, if any, for Lottery Play
7. Lotto Cards are only sold in approved areas in compliance with local or prevailing Lottery regulations.

25

Lotto Application Program for the wireless terminal:

1. The application program code runs on the wireless terminal such as a cellular phone used by the user to play Lottery games over the wireless network.
2. It also provides a means for Lottery play only by legitimate players and not
- 30 unauthorized individuals such as a minor in the same household as the player.
3. It can be programmed to connect to a specific Wireless Lottery Service Portal upon Application startup after the correct ACCESS code is entered.
4. It provides a user-friendly interface to play different Lotto games available.
5. It can provide access to Lottery games available based on the location of the player.

6. Provides a user-friendly way to register new Lotto Card for playing available games.
7. Stores the Lotto Card number for subsequent plays safeguarding its benefit to the original purchaser even if the Lotto Card is lost.
- 5 8. Stores records about games played and the associated registration numbers

Multiple ways to claim winnings:

Winning can be claimed in various ways abiding by prevailing regulations or policies from (a) Lotto Authorized Retailers (up to a certain amount),
 10 (b) Lotto or Organization's identified office (winnings above a specified amount) or (c) in the form of a Bank cheque (up to a certain amount) requested to be sent directly to the players in their name to the registered address with the wireless Network/Service Provider.

15 **Mechanisms to inform player of their winning:**

Player have the option to choose how they would like to be informed of the winning by (a) E-mail, (b) Phone call, (c) SMS, (d) Mail or the like.

Ability of the system to offer Local, National, International Lottery games:

20 The system is designed such that the Mobile Lottery Gateway interfaces with the Lottery Computers of different Local, National, International Lottery organizations.

25 **Mobile devices used by players do not need to communicate directly with the Lottery Corporation Computers**

All of the mobile devices used by players communicate with the custom Mobile Lottery Gateway that is responsible for all the required processing as indicated in the patent for the stated network

30 **The complete setup can appear as a Retail terminal to the Lottery Corporation Computers**

The complete network to support the system can be designed to appear to the Lottery Computers as a retail terminal thus requiring minimal or no changes to the Lottery Corporation System

Does not rely on Public Internet Network

The Lottery system design is secure from hackers and intruders by not utilizing the Public Internet in the system.

5

Ticket-less System

The system is purposely not based on a paper ticket in order to prevent problems of loss of claim if the ticket is lost. Any one or more of the following ways are available to establish proof of ownership if required.

- 10 1. Present Lotto Card used to PLAY the winning game and provide the associated PIN when instructed.
2. Present Reference Number provided with winning notification and the cell phone used to play.
3. Provide a photo ID and wireless network account information in the event
- 15 you have forgotten the PIN or the wireless terminal used to play the game has been lost

Secure and Fraud resistant Design

- Unlike a paper ticket that can be stolen there is no ticket in this system
- 20 that can be stolen. If someone finds a lost Lotto card or steals it, the card is useless, as they do not know the associated PIN number. If someone finds a lost cell phone or steals it, they cannot claim any winnings as they do not know the ACCESS code to get into the application for retrieving the reference number of the winning game and also would not be able to provide the associated PIN number of the Lotto Card used to
- 25 pay for the winning wager.

Description of the Gaming Method

- 30 1. The player provisions their **wireless terminal** such as a cell phone for game play by (i) Visiting their **Cellular network service provider's** retail outlet, or (ii) Calling its customer service department to have the cell phone provisioned online. The cellular network service provider provisions the player's cell phone by:

- a. Checking the age of the player and/or other player identification information;
- b. Registering the electronic serial number ("ESN") or subscriber identification module ("SIM") number of the cell phone with the network infrastructure such as the service provider's **Lottery Services Portal**;
- c. Enabling the cell phone for game play by loading a **Lottery Application Program** into the cell phone memory;
- d. Setting up the default **Access Code** for starting the Lotto application on the cell phone;
- e. Providing the ESN or SIM number and player identification information (including age and preferred method to inform of winnings if specified by the player) to the **Mobile Lottery Gateway** which stores this information in a database; and,
- f. Recording the provisioning of the player's cell phone against the player's cell phone account.

The player may change the default access code later. The default Access Code may be, for example the last four digits of the cell phone's number. The Access code is entered each time to startup the Lotto application on the cell phone to prevent unauthorized play. For example, this prevents a minor not knowing the access code from using the player's cell phone for game play. The cellular network service provider may provide access to the Lottery gaming for free or for a charge such as a monthly service fee or a per use fee. The cellular network service provider and the Mobile Lottery Gateway administration may be the same entity.

2. The player buys a **Lotto Card** from an authorized dealer to facilitate payment for the play(s) online while playing games. The Lotto Card is delivered to the purchaser in a way such that the **PIN** number required for registration and use of the card is on a secure and tamper-proof detachable portion of the card and it only can be uncovered/exposed once by the end user/player. Lotto Cards with any sign of tampering cannot be sold and should alert the user. The detachable portion is removed by the end user/player and stored in a safe location. The Lotto Card also includes as minimum a denomination indication

and the Lotto Card number as a bar code printed on it along with human readable form as well. The card number is used for control and clearing or any such required purposes.

- 5 The barcode/card number is linked to the PIN number in the database maintained by the Mobile Lottery Gateway. The Lotto Card is a prepaid card having a predetermined value and is used to pay for the Lottery play online.
- 10 3. The authorized dealer may check the age of the player at the time the Lotto Card is sold to the player. The age of the player may also be checked by the cellular network service provider at the time the player's cell phone is provisioned for game play (see step 1(a) above). Lotto Cards are only sold in approved areas in compliance with local or prevailing Lottery regulations.
- 15 4. The player reveals the PIN number associated with the card on the detachable portion.
- 20 5. The player turns their cell phone on and startup the Lottery Application by entering their Access Code. The Lottery Application includes a graphical user interface ("GUI") to guide the player for data entry, game play, etc., for the cell phone. The Lottery application links the cell phone to the Lottery Services Portal in the player's cellular network service provider to verify conditions such as:
 - a. The cell phone is registered and authorized for game play; and,
 - 25 b. The cell phone, and hence the player, are in an approved area for game play.

Upon satisfactory verification of the above such conditions, connection is passed on to the Mobile Lottery Gateway (which is connected to the Lottery Services Portal via a secure link) for further processing and game play.

- 30 6. Since there is no valid Lotto Card with non zero credits in the database associated with the player's cell phone, the player is prompted via the Lotto Application GUI to enter a new Lotto Card and associated PIN number for registration and play. This registration of the Lotto Card and its association

with the player's cell phone ESN or SIM protects against fraud and enables multiple ways to claim winnings. The player does not have to re-enter the Lotto Card number each time a game is played. Only entry of the associated PIN is required for game play and credits on the Lotto Card to be debited.

5 Should a user require changing the associated cell phone to another for using the remaining credits left on the Lotto Card, they would have to register the card as above using the different cell phone. The Lotto Application may allow the registration of more than one Lotto Card at any given time.

10 7 The Mobile Lottery Gateway registers the Lotto Card after checking the validity of the entered Lotto Card and the PIN numbers. The Mobile Lottery Gateway may check the location of the player to determine if the player is in an approved area for the displayed Lottery games. This may be done by receiving the location information regarding the cell phone from the cellular

15 network service provider and hence the player. It may also be done by other means available. Subsequently different games available to the player at this location are displayed on their cell phone to play. The choice of games presented to the player by the game menu may depend on the approved area. That is, different games may be available in different areas depending on local

20 Lottery regulations, etc.

8. The player chooses a game and enters lottery numbers, etc. in accordance with the rules of the chosen game. The lottery application GUI guides the player in the entry of numbers and play of the game, etc.

25

9. The player may play until the predetermined value of the Lotto Card is exhausted. This may take more than one play or session. In other words, the player's Lotto Card is debited with each play until there are no more credits left on the card.

30

10. The Mobile Lottery Gateway communicates the game request to the appropriate Lottery Organization's Computer (state/province Lottery organization or a Lottery Corporation of another country) connected to it via a secure link. Upon acceptance and registration of the play by the Lottery

Computer, it provides a unique reference number to the Mobile Lottery Gateway. The gateway stores this reference number along with the player's information (such as Lotto Card and PIN numbers, ESN/SIM number, game played, numbers selected, player's location, etc.) in a database maintained by the Mobile Lottery Gateway. The Mobile Lottery Gateway may also provide the play information to be stored in the player's cell phone for future retrieval. The Lottery Computer organization and the Mobile Lottery Gateway administration may be the same entity.

11. The administration of the Mobile Lottery Gateway and the issuing authority for the Lotto cards may be a totally independent organization from the connected Lottery organizations providing the games, and the cellular network service provider of the player's cell phone.

12. The game is played. For example the winning lottery numbers are drawn.

13. The Mobile Lottery Gateway receives information on the winning number for the particular game draw from the connected lottery computer(s) and compares it against the stored plays for the same game in its database. Upon determination of the winners, the Mobile Lottery Gateway administration informs the winners using any one or more methods available to it or indicated by the player during provisioning of their cell phone for Lottery play. (see step 1(e) above)

14. The winner, the player can collect their winnings (under a certain amount) by visiting the authorized Lottery retailer. The player may collect their winning by presenting the dealer with one of the following.

- a. The Lotto Card used to play the winning game and the associated PIN number; or,
- b. The game play unique reference number and the Cell phone used.

The winner can also receive their winnings (under a certain amount) by making a request via their cell phone provisioned for game play to the Mobile Lottery Gateway administration for a cheque to be sent to their registered home address provided it is allowed by Lottery regulations.

15. The winner, the player can collect their winnings from the Lottery Administration office (if over a certain amount) or if they have lost/forgotten the PIN number of the Lotto Card or lost the cell phone used to play the winning game.

The Mobile Lottery Gateway administration may on a regular interval keep on reminding the player of their unclaimed winnings whenever there are unclaimed winnings in the database over a period of time.

- Some of the benefits of the mobile lottery system according to the invention are:

1. The PIN number for the Lotto Card is **detachable** to be stored separately thus making the card unusable if it is lost or stolen
2. The purchaser of the card can always use up all of the Lotto dollars even if the Lotto Card is lost or stolen before all of the dollars were used up.
3. ACCESS code to startup the Lotto Application on the Intelligent Terminal
4. Lotto Applet running on the Intelligent Terminal providing Local interaction with the player to select, guide and play a lottery game WITHOUT using touch-tones as input and Interactive voice messages to communicate with the player or the system.
5. Use of Location information in the Mobile environment to allow or disallow access to a particular game.
6. Control of Age of the players who can play.
7. Mobile Lottery Gateway which makes it possible to provide players access to Lottery Games from other Province/States in a country, and/or other countries in the world.
8. The method making it possible for no winning to go unclaimed as the player is known to the system and is informed. This addresses the drawback of the currently available method in which if a player forgets to check the results to confirm winning for an established time, they end up forfeiting their winning.
9. Ticketless System allowing for winning to be claimed without the requirement of a "ticket" which if lost or stolen cannot be redeemed by the original player.
10. The method only allows winnings to be claimed by the original player unlike the current available method in which if a "ticket" is lost or stolen someone other than the original player can claim the winning.

11. Persistent and multiple ways to inform the player of their winning.

Although the invention has been described with reference to certain specific embodiments, various modifications thereof will be apparent to those skilled
5 in the art without departing from the spirit and scope of the invention as outlined in the claims appended hereto.

THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:

1. Method for playing state/province or international lottery games over a wireless network.

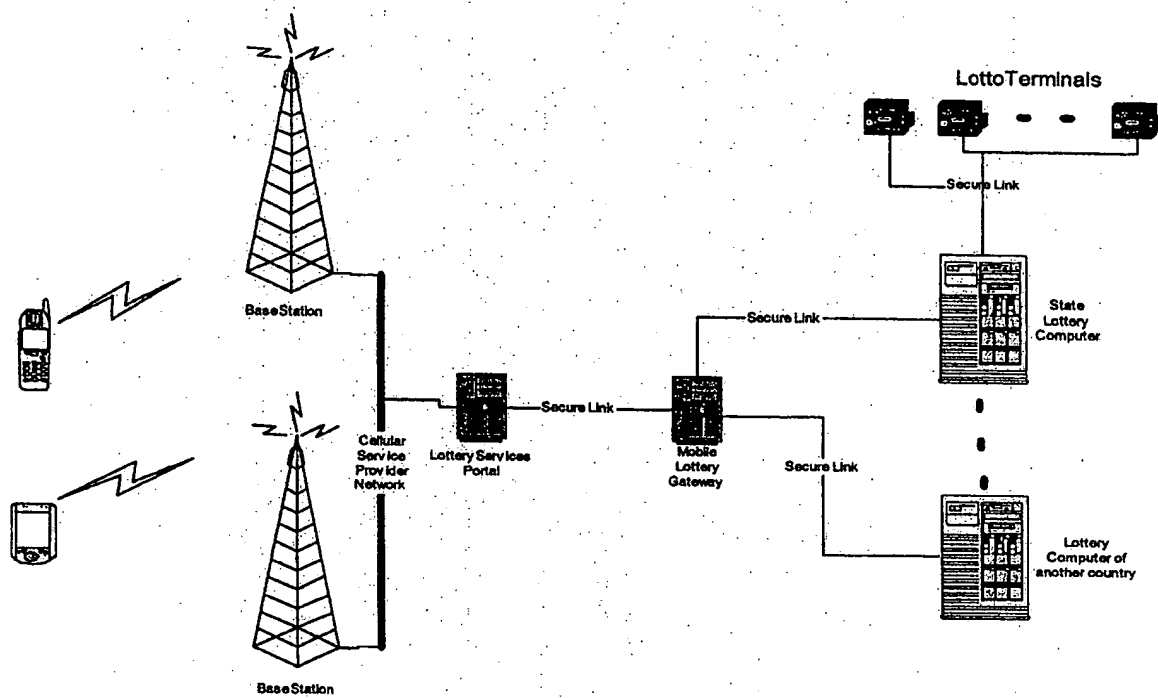


FIG 1.

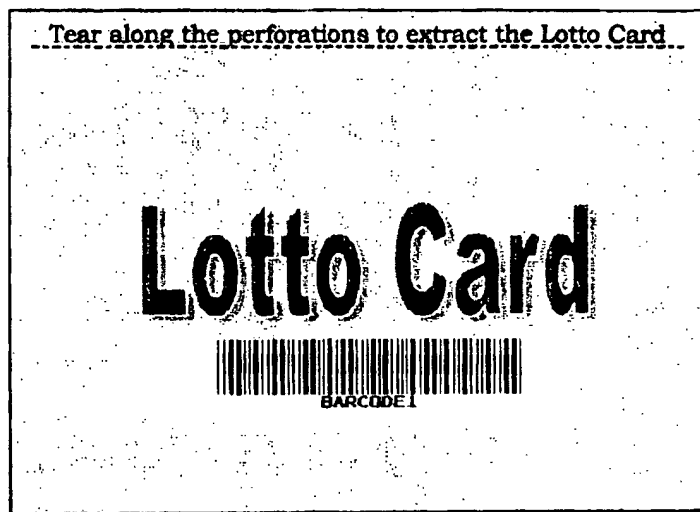


FIG 2a



FIG 2b



FIG 3

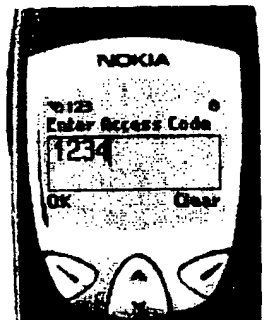


FIG 4



FIG 5



FIG 6

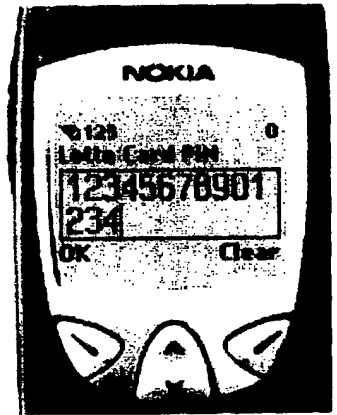


FIG 7

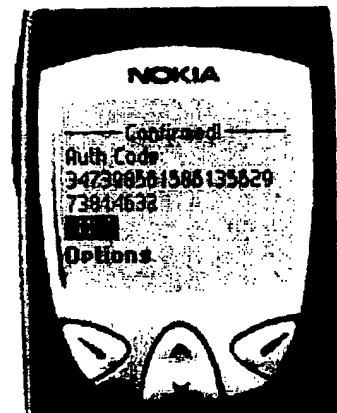


FIG 8

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